

Increasing Object-Level Reconstruction Quality in Single-Image 3D Scene Reconstruction

Anna Ribic Antonio Oroz Meikel Kokowski Franz Srambical
Technical University of Munich
{firstname}.{lastname}@tum.de

Abstract

1. Introduction

While humans can easily infer the 3D structure as well as the complete (panoptic) semantics of a scene from a single image, this task has been a longstanding challenge in the field of computer vision. The task fundamentally prerequisites learning a strong prior of the 3D world. Traditional methods have made significant strides, from generating geometrically coherent structures [9, 27] to learning different instance semantics [11, 16, 25]. More recent approaches directly learn the 3D panoptic semantics as a whole [7, 36], yet they fall short in capturing the intricate details and nuances at the object level. This paper introduces a novel approach to bridge this gap by integrating a specialized object-level model into the reconstruction process, thereby leveraging the specialized model’s object-priors.

2. Related Work

2D panoptic segmentation 2D panoptic segmentation merges semantic and instance segmentation, providing detailed pixel-level parsing of images, capturing both general categories (semantic segmentation) and individual object identities (instance segmentation) [14]. Since the original task formulation by Kirillov et al. [14], a number of works have been proposed to solve the task [2–4, 15, 17–19, 24, 29, 30, 33–35], while more recent approaches [13] try to unify image segmentation in its entirety.

Single-view 3D reconstruction The work by Snavely et al. [28] was the first notable attempt at reconstructing 3D scenes from unordered photo collections. Since then, the field of image-based 3D reconstruction has seen a number of advancements, culminating in the task of single-view 3D reconstruction [6, 9, 12, 22, 25, 27, 31].

Shape priors Wu et al. [32] note that the task of single-view 3D reconstruction is non-deterministic, as there are many 3D shapes that can explain a given single-view input, and propose to use shape priors to shape the solution space such that the reconstructed shapes are realistic, but not necessarily the ground truth.

3D scene understanding and panoptic reconstruction

Modality-conditioned shape generation 3D generative models represent objects in a variety of modalities, including point clouds [1, 21], occupancy grids [22], meshes [23], and signed distance functions [26]. Furthermore, these models can also be distinguished by the type of input they take, such as incomplete shapes [8], images [10], text [20, 37], or other modalities [38]. Notably, Cheng et al. [5] propose *SDFusion*, a 3D object reconstruction method conditioned on images, text and geometrical input.

DATASET

3. Method

4. Conclusion

References

- [1] Panos Achlioptas, Olga Diamanti, Ioannis Mitliagkas, and Leonidas Guibas. Learning representations and generative models for 3d point clouds. In *International conference on machine learning*, pages 40–49. PMLR, 2018. 1
- [2] Ting Chen, Lala Li, Saurabh Saxena, Geoffrey Hinton, and David J. Fleet. A generalist framework for panoptic segmentation of images and videos. In *Proceedings of the IEEE/CVF International Conference on Computer Vision (ICCV)*, pages 909–919, 2023. 1
- [3] Bowen Cheng, Maxwell D Collins, Yukun Zhu, Ting Liu, Thomas S Huang, Hartwig Adam, and Liang-Chieh Chen. Panoptic-deeplab: A simple, strong, and fast baseline for bottom-up panoptic segmentation. In *Proceedings of the*

- IEEE/CVF conference on computer vision and pattern recognition*, pages 12475–12485, 2020.
- [4] Bowen Cheng, Ishan Misra, Alexander G. Schwing, Alexander Kirillov, and Rohit Girdhar. Masked-attention mask transformer for universal image segmentation. In *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR)*, pages 1290–1299, 2022. 1
 - [5] Yen-Chi Cheng, Hsin-Ying Lee, Sergey Tulyakov, Alexander G Schwing, and Liang-Yan Gui. Sdfusion: Multimodal 3d shape completion, reconstruction, and generation. In *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition*, pages 4456–4465, 2023. 1
 - [6] Christopher B Choy, Danfei Xu, JunYoung Gwak, Kevin Chen, and Silvio Savarese. 3d-r2n2: A unified approach for single and multi-view 3d object reconstruction. In *Computer Vision–ECCV 2016: 14th European Conference, Amsterdam, The Netherlands, October 11–14, 2016, Proceedings, Part VIII 14*, pages 628–644. Springer, 2016. 1
 - [7] Manuel Dahnert, Ji Hou, Matthias Nießner, and Angela Dai. Panoptic 3d scene reconstruction from a single rgb image. *Advances in Neural Information Processing Systems*, 34:8282–8293, 2021. 1
 - [8] Angela Dai, Charles Ruizhongtai Qi, and Matthias Nießner. Shape completion using 3d-encoder-predictor cnns and shape synthesis. In *Proceedings of the IEEE conference on computer vision and pattern recognition*, pages 5868–5877, 2017. 1
 - [9] Maximilian Denninger and Rudolph Triebel. 3d scene reconstruction from a single viewport. In *European Conference on Computer Vision*, pages 51–67. Springer, 2020. 1
 - [10] Haoqiang Fan, Hao Su, and Leonidas J Guibas. A point set generation network for 3d object reconstruction from a single image. In *Proceedings of the IEEE conference on computer vision and pattern recognition*, pages 605–613, 2017. 1
 - [11] Georgia Gkioxari, Jitendra Malik, and Justin Johnson. Mesh r-cnn. In *Proceedings of the IEEE/CVF international conference on computer vision*, pages 9785–9795, 2019. 1
 - [12] Siyuan Huang, Yixin Chen, Tao Yuan, Siyuan Qi, Yixin Zhu, and Song-Chun Zhu. Perspectivenet: 3d object detection from a single rgb image via perspective points. *Advances in neural information processing systems*, 32, 2019. 1
 - [13] Jitesh Jain, Jiachen Li, Mang Tik Chiu, Ali Hassani, Nikita Orlov, and Humphrey Shi. Oneformer: One transformer to rule universal image segmentation. In *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR)*, pages 2989–2998, 2023. 1
 - [14] Alexander Kirillov, Kaiming He, Ross Girshick, Carsten Rother, and Piotr Dollár. Panoptic segmentation. In *Proceedings of the IEEE/CVF conference on computer vision and pattern recognition*, pages 9404–9413, 2019. 1
 - [15] Abhijit Kundu, Kyle Genova, Xiaoqi Yin, Alireza Fathi, Caroline Pantofaru, Leonidas J. Guibas, Andrea Tagliasacchi, Frank Dellaert, and Thomas Funkhouser. Panoptic neural fields: A semantic object-aware neural scene representation. In *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR)*, pages 12871–12881, 2022. 1
 - [16] Weicheng Kuo, Anelia Angelova, Tsung-Yi Lin, and Angela Dai. Mask2cad: 3d shape prediction by learning to segment and retrieve. In *Computer Vision–ECCV 2020: 16th European Conference, Glasgow, UK, August 23–28, 2020, Proceedings, Part III 16*, pages 260–277. Springer, 2020. 1
 - [17] Feng Li, Hao Zhang, Huaizhe Xu, Shilong Liu, Lei Zhang, Lionel M Ni, and Heung-Yeung Shum. Mask dino: Towards a unified transformer-based framework for object detection and segmentation. In *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition*, pages 3041–3050, 2023. 1
 - [18] Yanwei Li, Hengshuang Zhao, Xiaojuan Qi, Liwei Wang, Zeming Li, Jian Sun, and Jiaya Jia. Fully convolutional networks for panoptic segmentation. In *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR)*, pages 214–223, 2021.
 - [19] Zhiqi Li, Wenhai Wang, Enze Xie, Zhiding Yu, Anima Anandkumar, Jose M. Alvarez, Ping Luo, and Tong Lu. Panoptic segformer: Delving deeper into panoptic segmentation with transformers. In *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR)*, pages 1280–1289, 2022. 1
 - [20] Zhengzhe Liu, Yi Wang, Xiaojuan Qi, and Chi-Wing Fu. Towards implicit text-guided 3d shape generation. In *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition*, pages 17896–17906, 2022. 1
 - [21] Shitong Luo and Wei Hu. Diffusion probabilistic models for 3d point cloud generation. In *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition*, pages 2837–2845, 2021. 1
 - [22] Lars Mescheder, Michael Oechsle, Michael Niemeyer, Sebastian Nowozin, and Andreas Geiger. Occupancy networks: Learning 3d reconstruction in function space. In *Proceedings of the IEEE/CVF conference on computer vision and pattern recognition*, pages 4460–4470, 2019. 1
 - [23] Kaichun Mo, Paul Guerrero, Li Yi, Hao Su, Peter Wonka, Niloy Mitra, and Leonidas J Guibas. Structurenets: Hierarchical graph networks for 3d shape generation. *arXiv preprint arXiv:1908.00575*, 2019. 1
 - [24] Rohit Mohan and Abhinav Valada. Efficienttps: Efficient panoptic segmentation. *International Journal of Computer Vision*, 129(5):1551–1579, 2021. 1
 - [25] Yinyu Nie, Xiaoguang Han, Shihui Guo, Yujian Zheng, Jian Chang, and Jian Jun Zhang. Total3dunderstanding: Joint layout, object pose and mesh reconstruction for indoor scenes from a single image. In *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition*, pages 55–64, 2020. 1
 - [26] Jeong Joon Park, Peter Florence, Julian Straub, Richard Newcombe, and Steven Lovegrove. DeepSDF: Learning continuous signed distance functions for shape representation. In *Proceedings of the IEEE/CVF conference on computer vision and pattern recognition*, pages 165–174, 2019. 1
 - [27] Daeyun Shin, Zhile Ren, Erik B Sudderth, and Charles C Fowlkes. 3d scene reconstruction with multi-layer depth and epipolar transformers. In *Proceedings of the IEEE/CVF international conference on computer vision*, pages 2172–2182, 2019. 1
 - [28] Noah Snavely, Steven M Seitz, and Richard Szeliski. Photo

tourism: exploring photo collections in 3d. In *ACM siggraph 2006 papers*, pages 835–846. 2006. [1](#)

- [29] Huiyu Wang, Yukun Zhu, Bradley Green, Hartwig Adam, Alan Yuille, and Liang-Chieh Chen. Axial-deeplab: Stand-alone axial-attention for panoptic segmentation. In *European conference on computer vision*, pages 108–126. Springer, 2020. [1](#)
- [30] Huiyu Wang, Yukun Zhu, Hartwig Adam, Alan Yuille, and Liang-Chieh Chen. Max-deeplab: End-to-end panoptic segmentation with mask transformers. In *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR)*, pages 5463–5474, 2021. [1](#)
- [31] Nanyang Wang, Yinda Zhang, Zhuwen Li, Yanwei Fu, Wei Liu, and Yu-Gang Jiang. Pixel2mesh: Generating 3d mesh models from single rgb images. In *Proceedings of the European conference on computer vision (ECCV)*, pages 52–67, 2018. [1](#)
- [32] Jiajun Wu, Chengkai Zhang, Xiuming Zhang, Zhoutong Zhang, William T Freeman, and Joshua B Tenenbaum. Learning shape priors for single-view 3d completion and reconstruction. In *Proceedings of the European Conference on Computer Vision (ECCV)*, pages 646–662, 2018. [1](#)
- [33] Jiarui Xu, Sifei Liu, Arash Vahdat, Wonmin Byeon, Xiaolong Wang, and Shalini De Mello. Open-vocabulary panoptic segmentation with text-to-image diffusion models. In *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR)*, pages 2955–2966, 2023. [1](#)
- [34] Qihang Yu, Huiyu Wang, Dahun Kim, Siyuan Qiao, Maxwell Collins, Yukun Zhu, Hartwig Adam, Alan Yuille, and Liang-Chieh Chen. Cmt-deeplab: Clustering mask transformers for panoptic segmentation. In *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR)*, pages 2560–2570, 2022.
- [35] Qihang Yu, Ju He, Xueqing Deng, Xiaohui Shen, and Liang-Chieh Chen. Convolutions die hard: Open-vocabulary segmentation with single frozen convolutional clip. *arXiv preprint arXiv:2308.02487*, 2023. [1](#)
- [36] Xiang Zhang, Zeyuan Chen, Fangyin Wei, and Zhuowen Tu. Uni-3d: A universal model for panoptic 3d scene reconstruction. In *Proceedings of the IEEE/CVF International Conference on Computer Vision*, pages 9256–9266, 2023. [1](#)
- [37] Zibo Zhao, Wen Liu, Xin Chen, Xianfang Zeng, Rui Wang, Pei Cheng, Bin Fu, Tao Chen, Gang Yu, and Shenghua Gao. Michelangelo: Conditional 3d shape generation based on shape-image-text aligned latent representation. *arXiv preprint arXiv:2306.17115*, 2023. [1](#)
- [38] Hang Zhou, Yasheng Sun, Wayne Wu, Chen Change Loy, Xiaogang Wang, and Ziwei Liu. Pose-controllable talking face generation by implicitly modularized audio-visual representation. In *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR)*, pages 4176–4186, 2021. [1](#)